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Fig. 1A

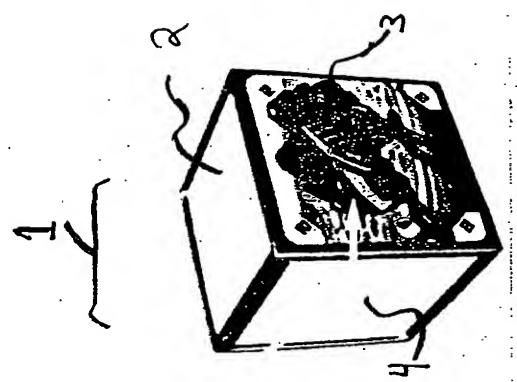


Fig 1B

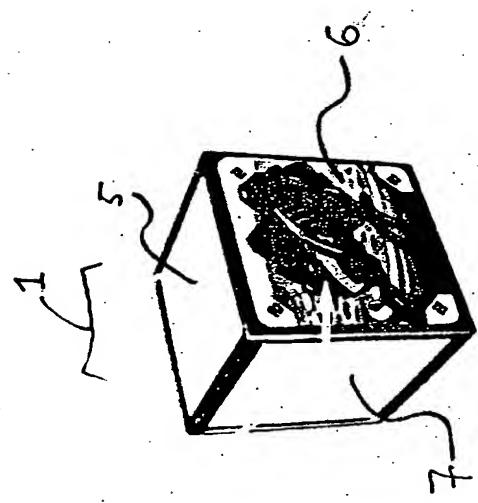


Fig. 2A

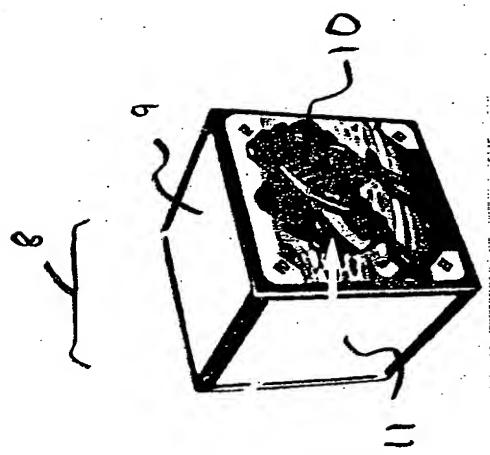


Fig. 2B

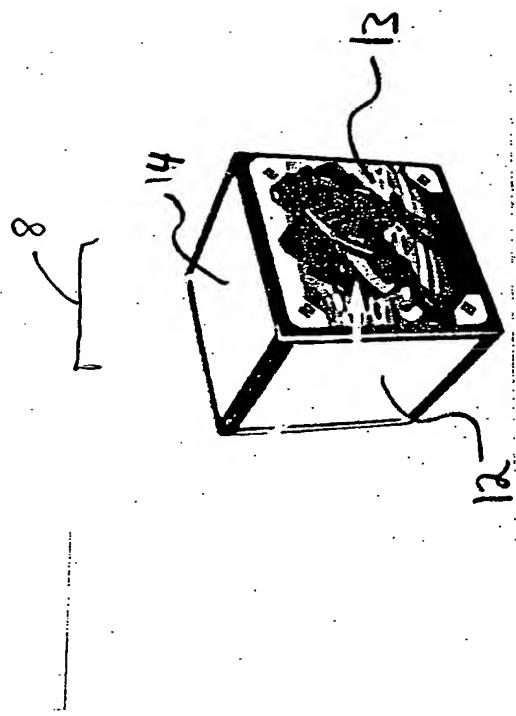
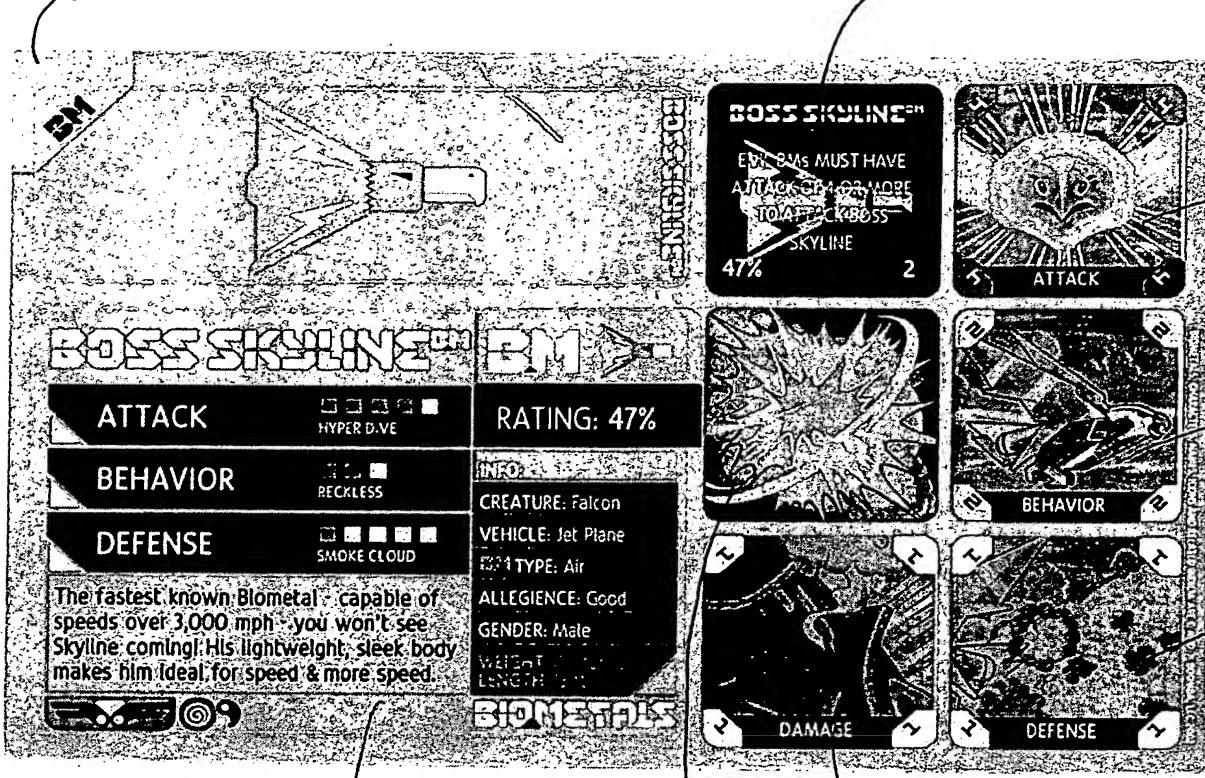


Fig. 3A



Fig. 3B



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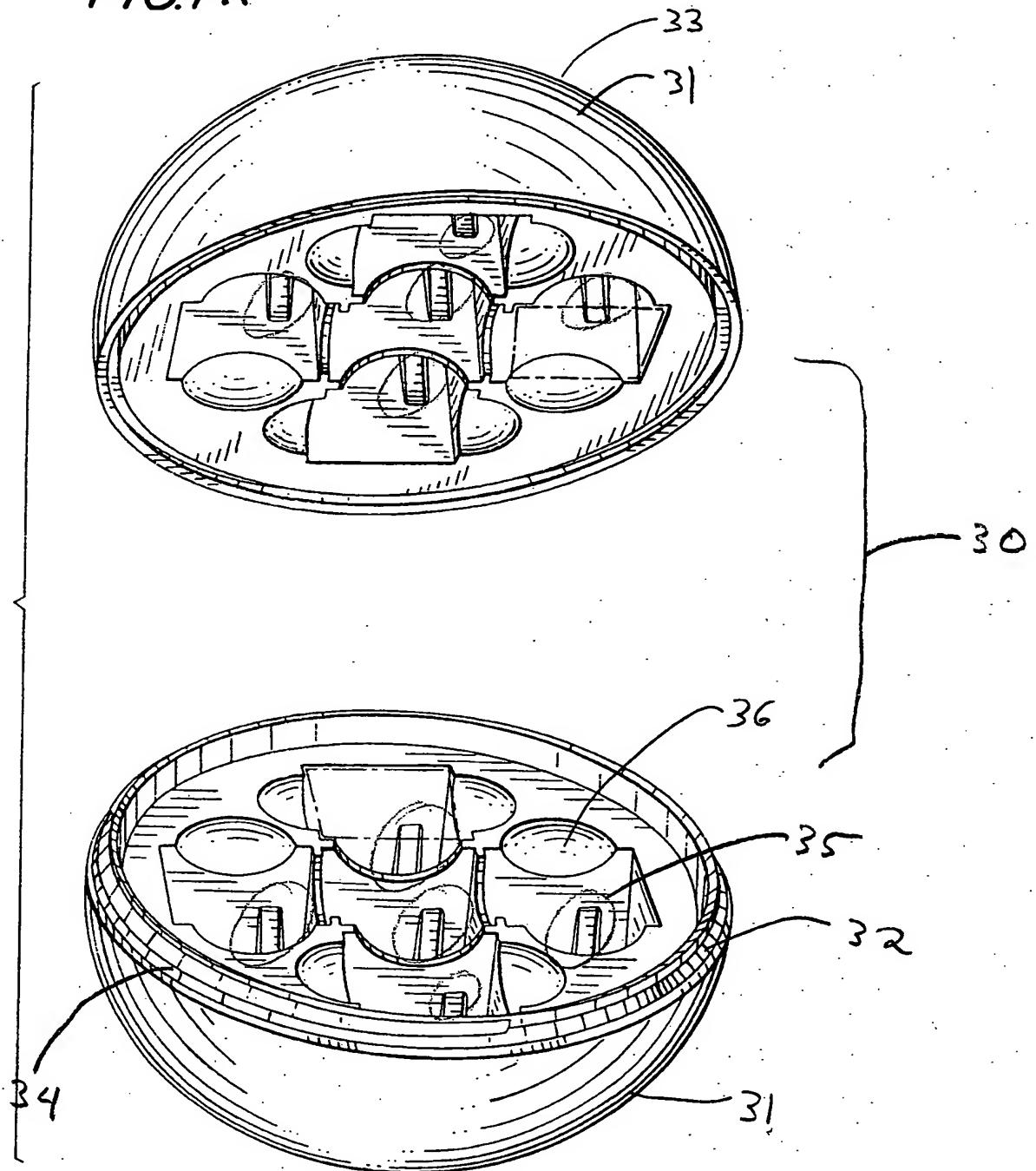
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1/2

FIG.4A



2/2

FIG. 4B

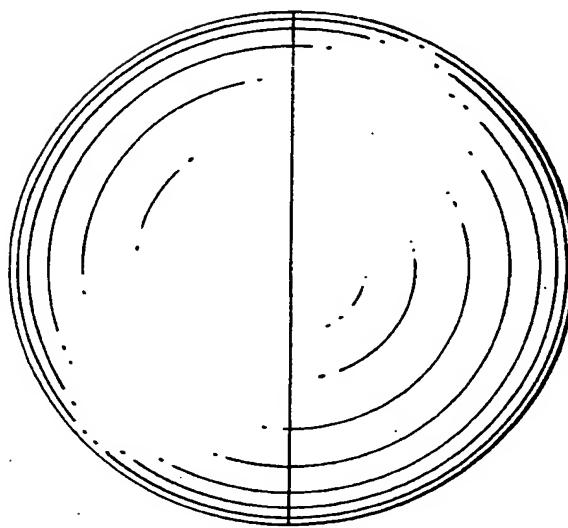
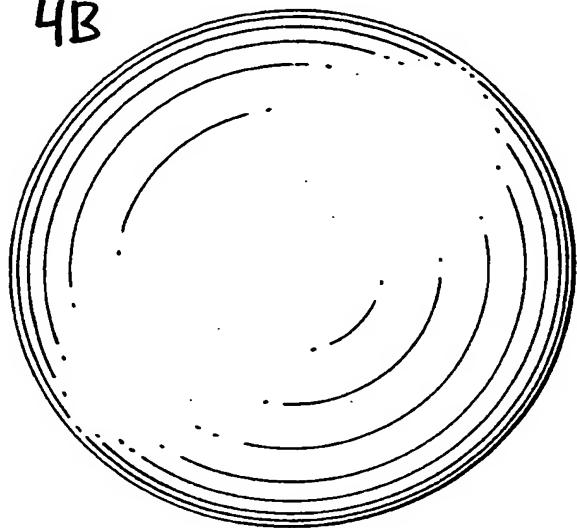


FIG.

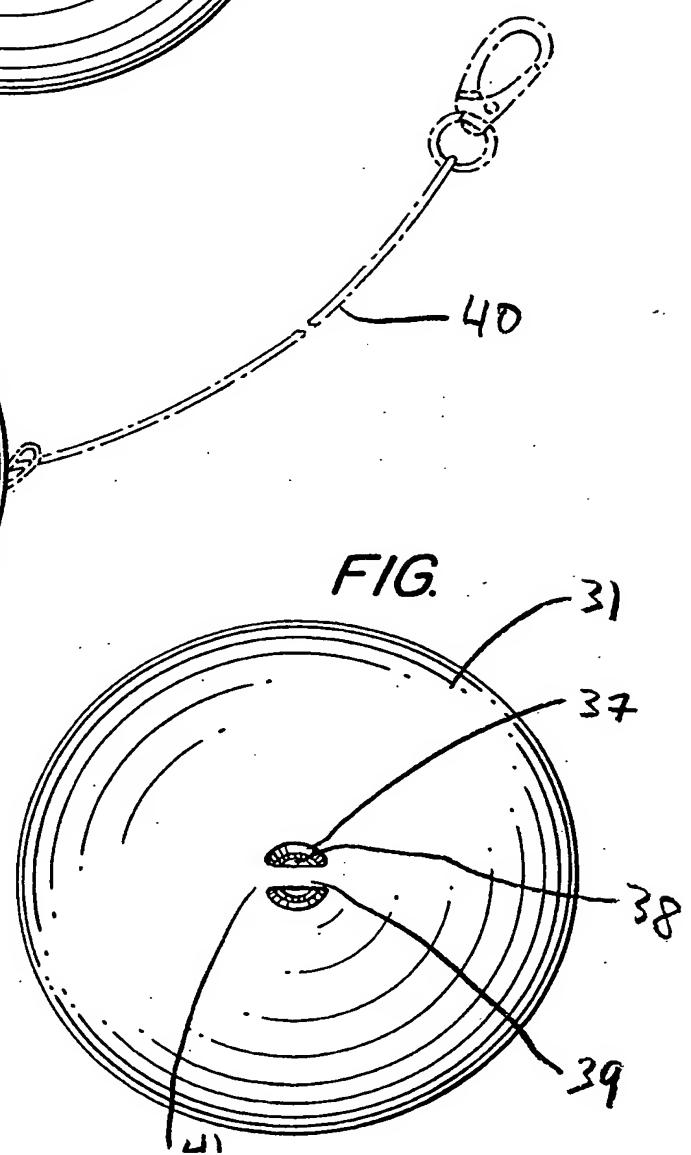


FIG.

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FIG. 5

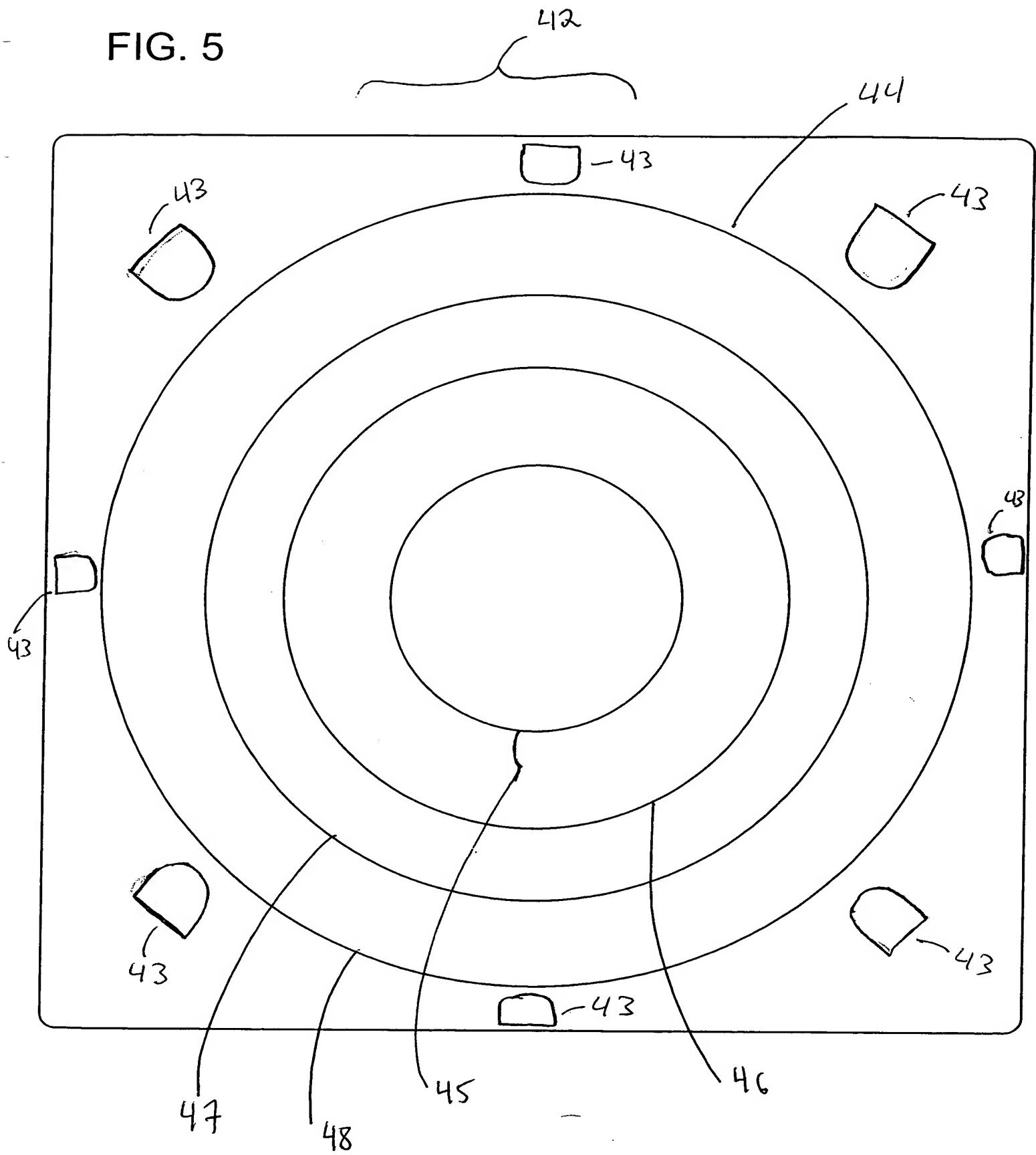


FIG. 6A

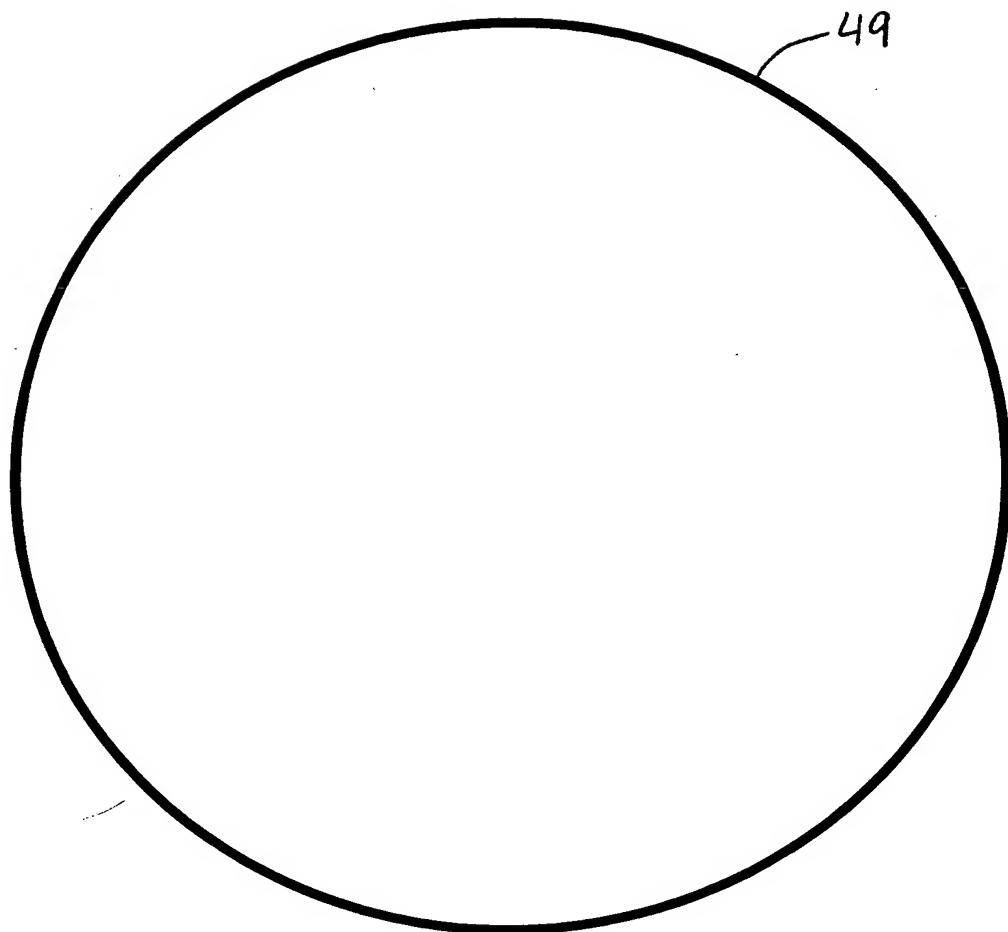


Fig. 6B

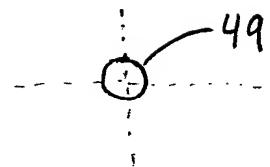


Fig 7.

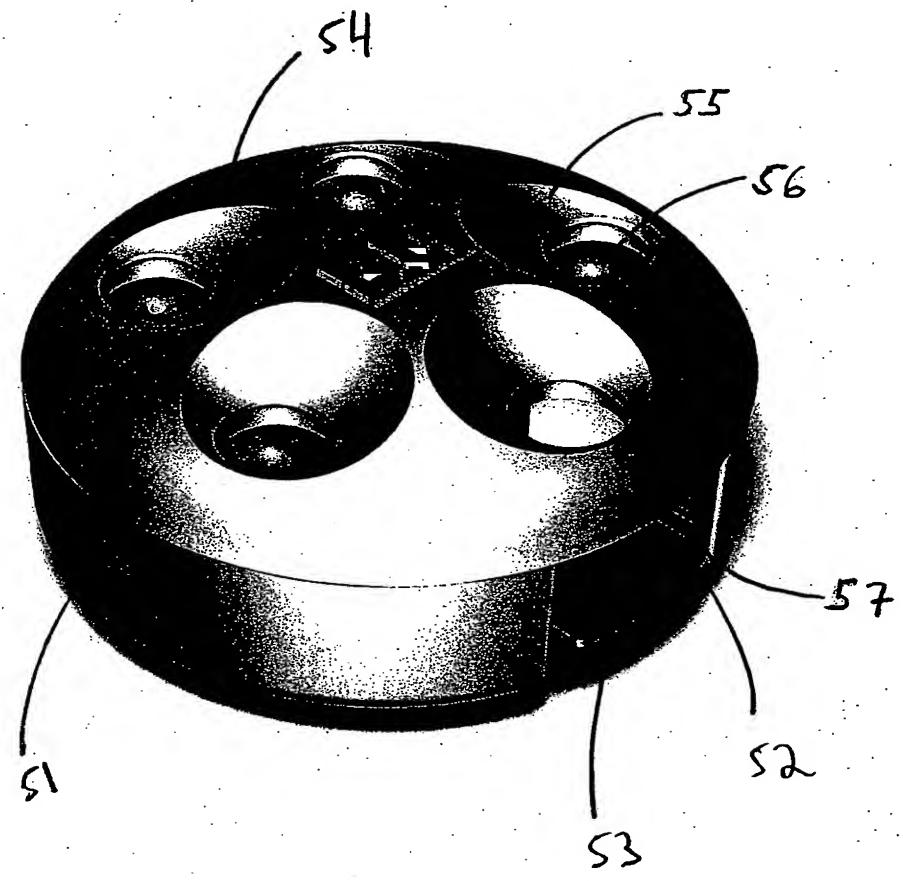


Fig. 8A

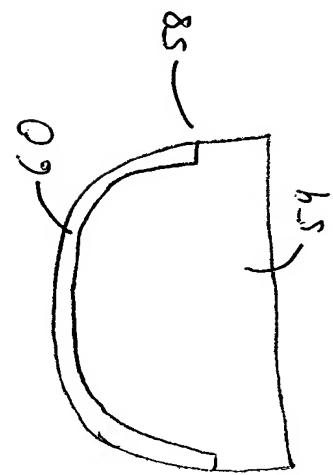


Fig. 8B

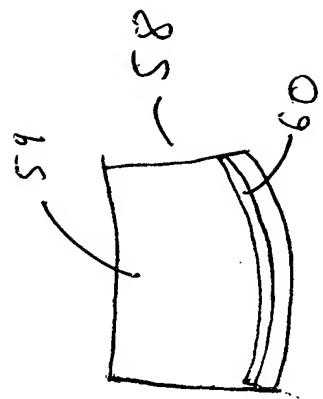


Fig. 8C

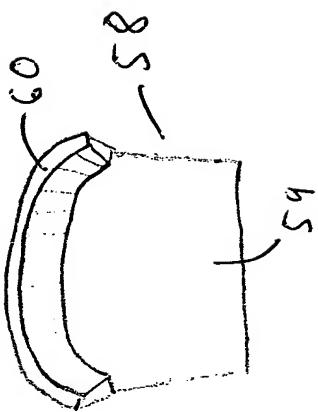


Fig. 9 A

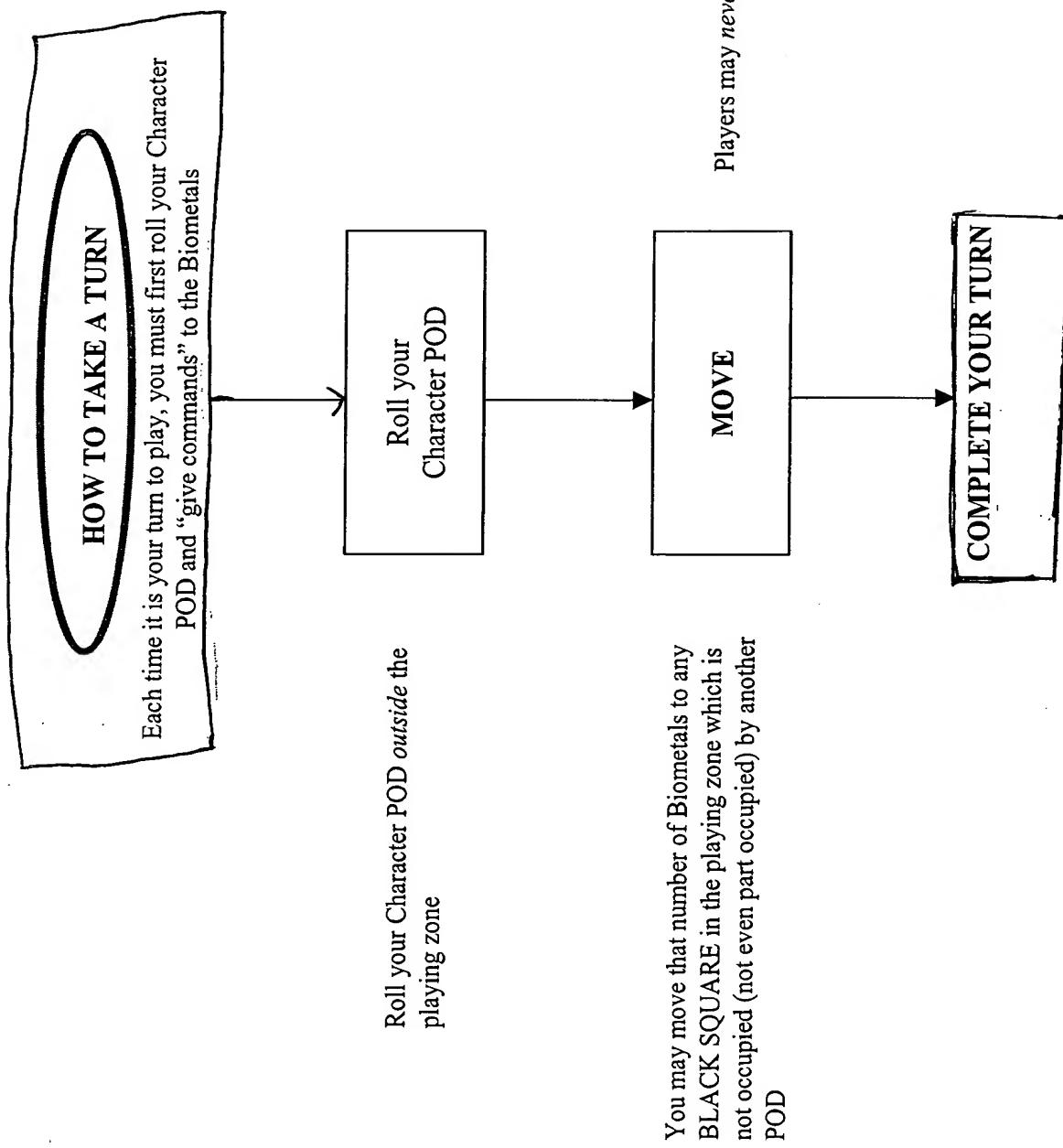


Fig. 9B

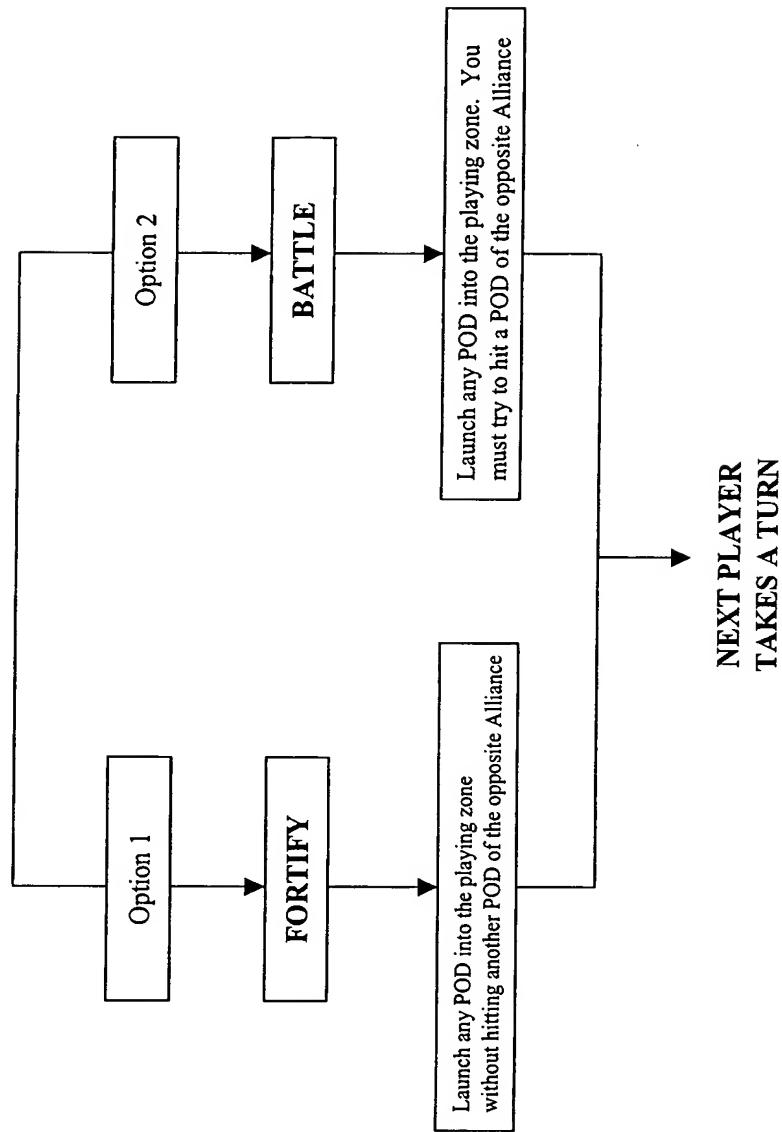


Fig. 9C

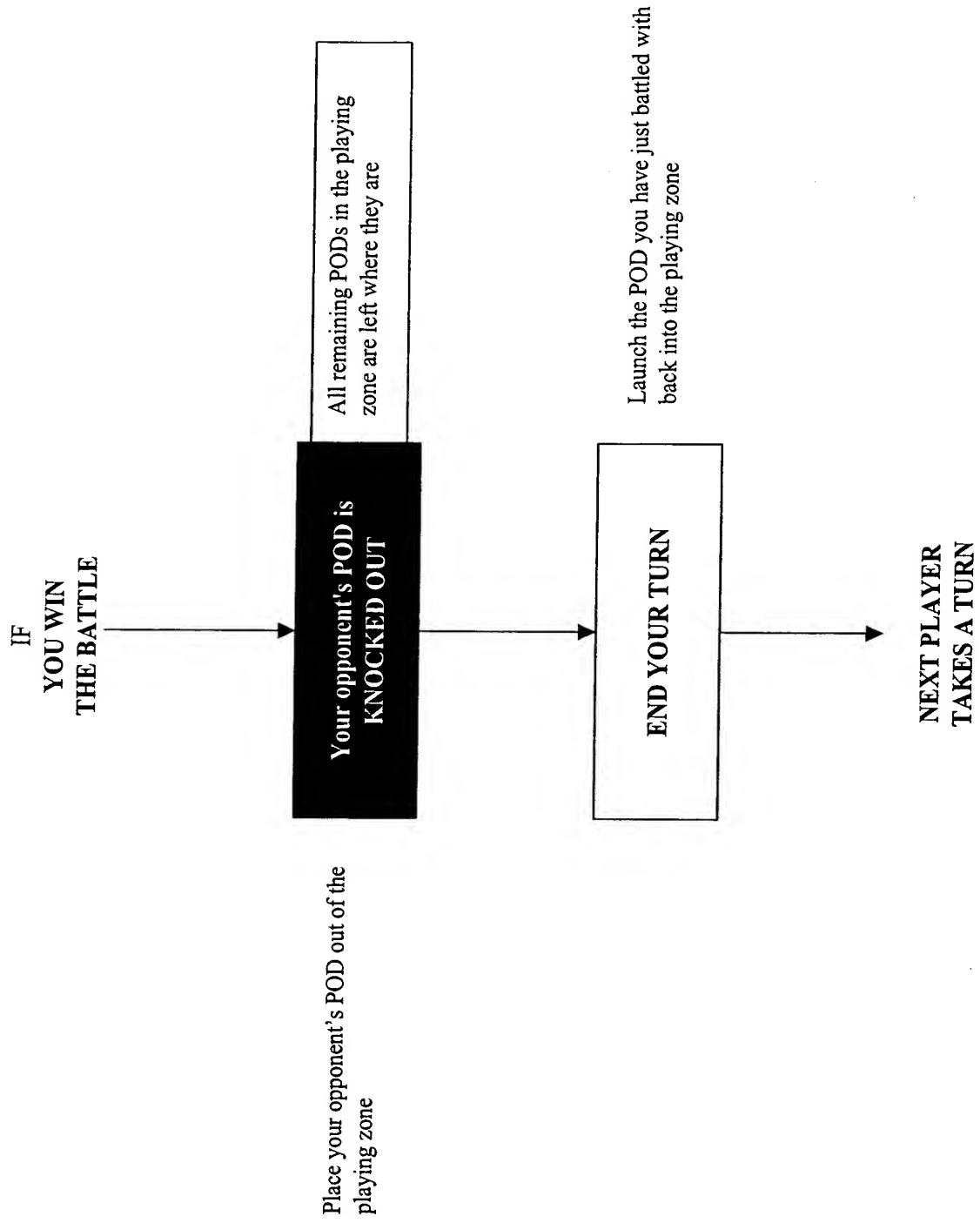


Fig. 9D

HOW TO TAKE A TURN

Each time it is your turn to play you must first roll your Character POD and
“give commands” to the Biometals

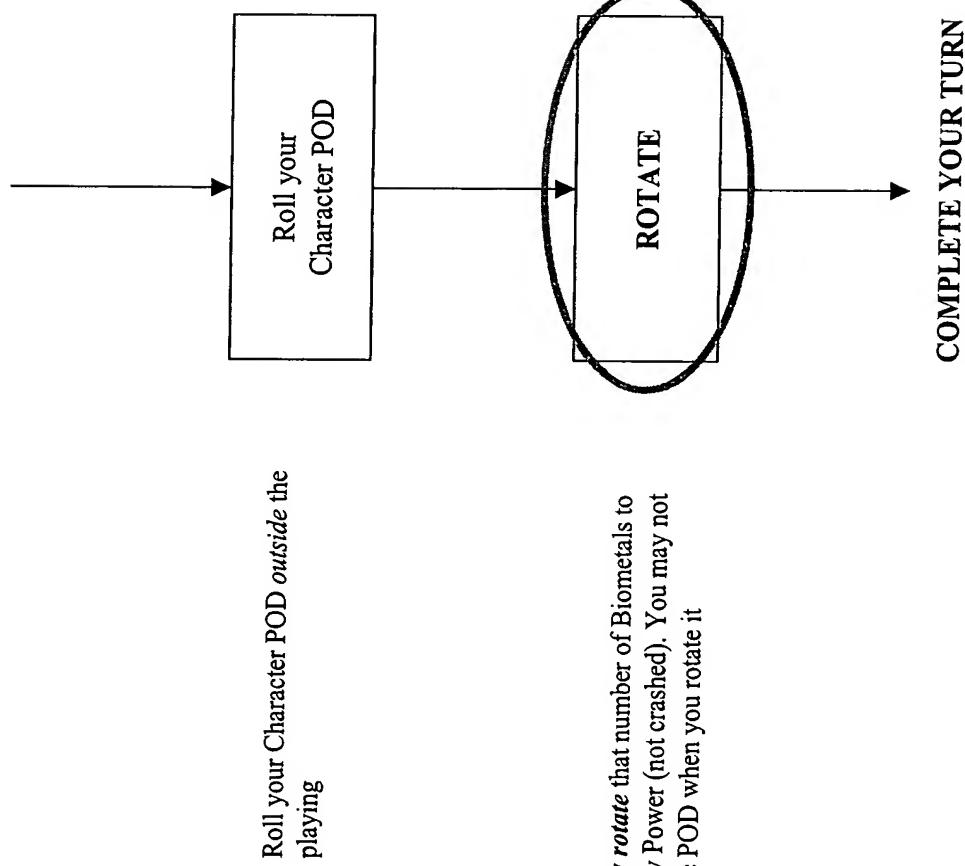


Fig. 9E

HOW TO TAKE A TURN

Each time it is your turn to play, you must first roll your Character POD and "give commands" to the Biometals

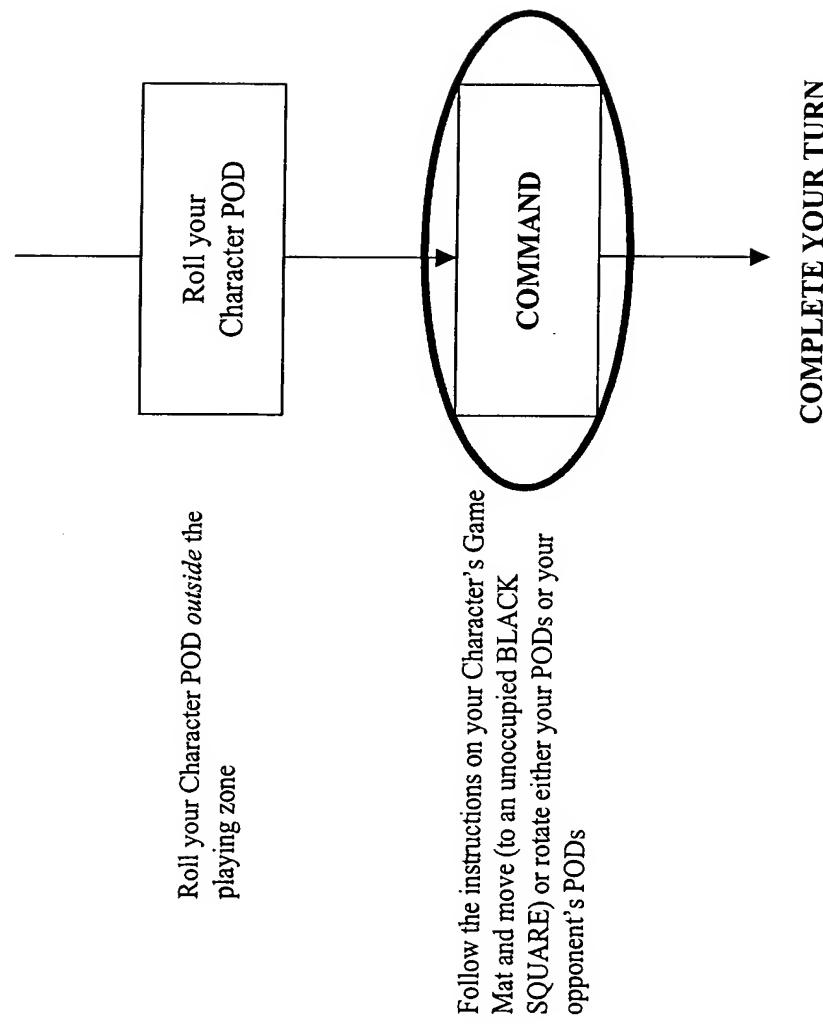


Fig. 10A

HOW TO TAKE A TURN

Each time it is your turn to play, choose **one** of the options below. If all your PODs are in the playing zone then you must return one of them to hand first

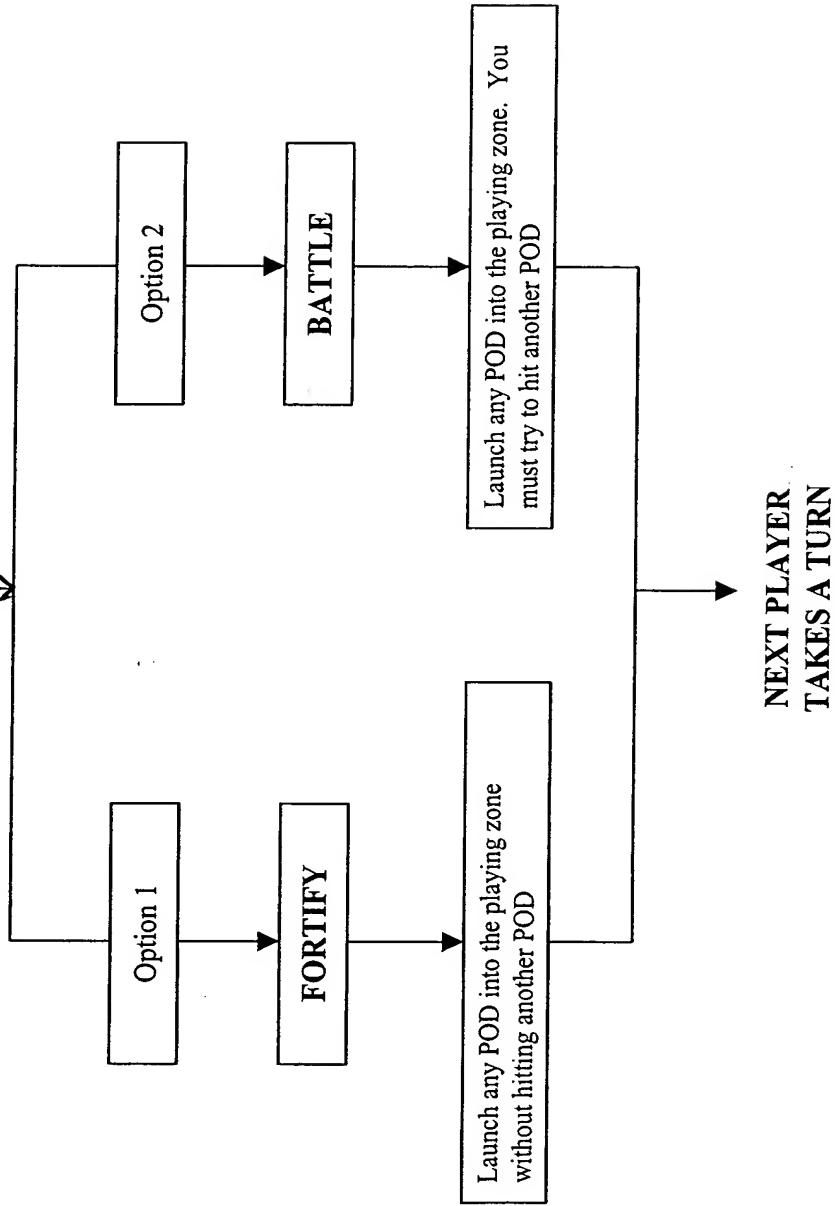


Fig 10B

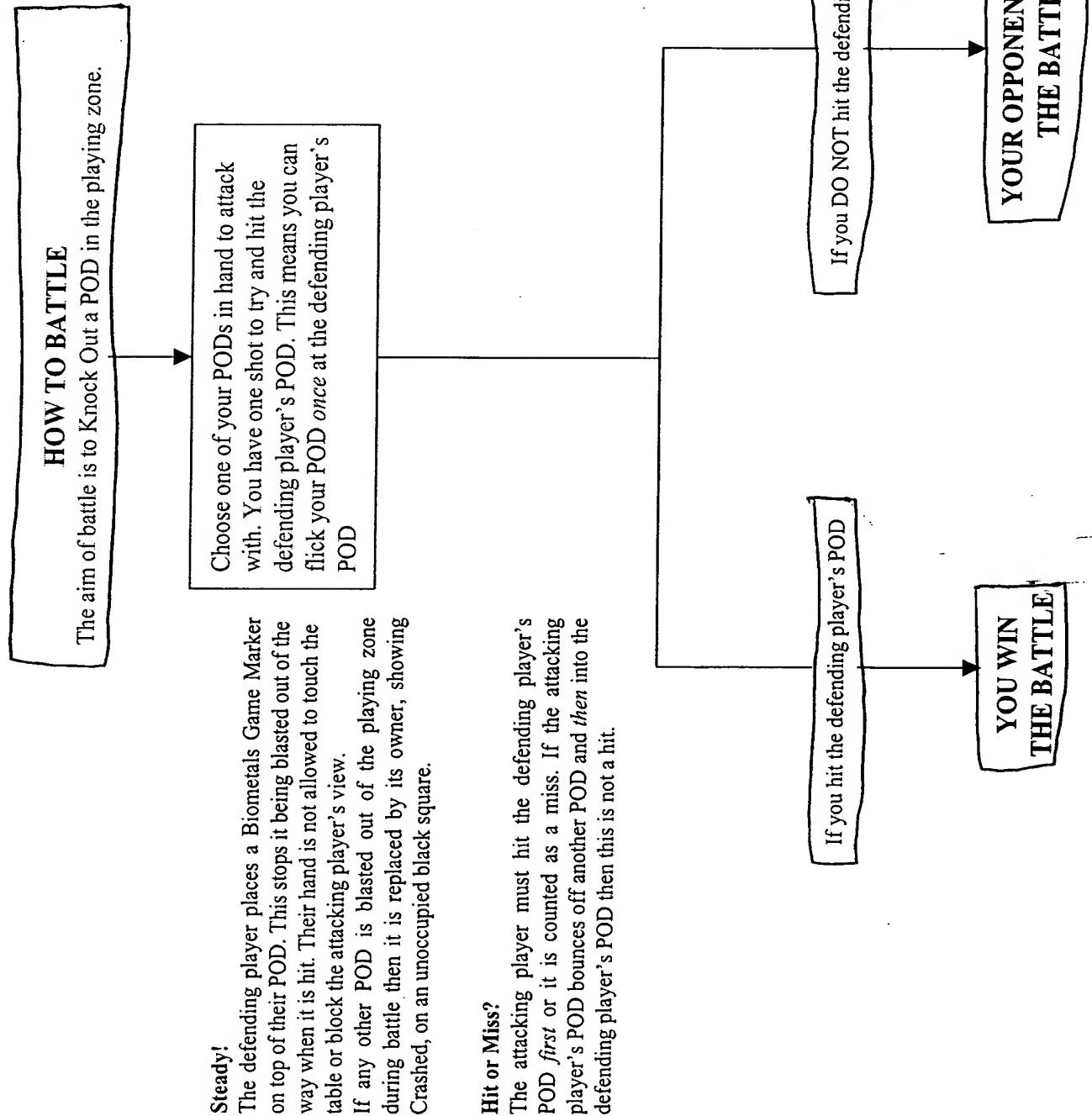


Fig 10c

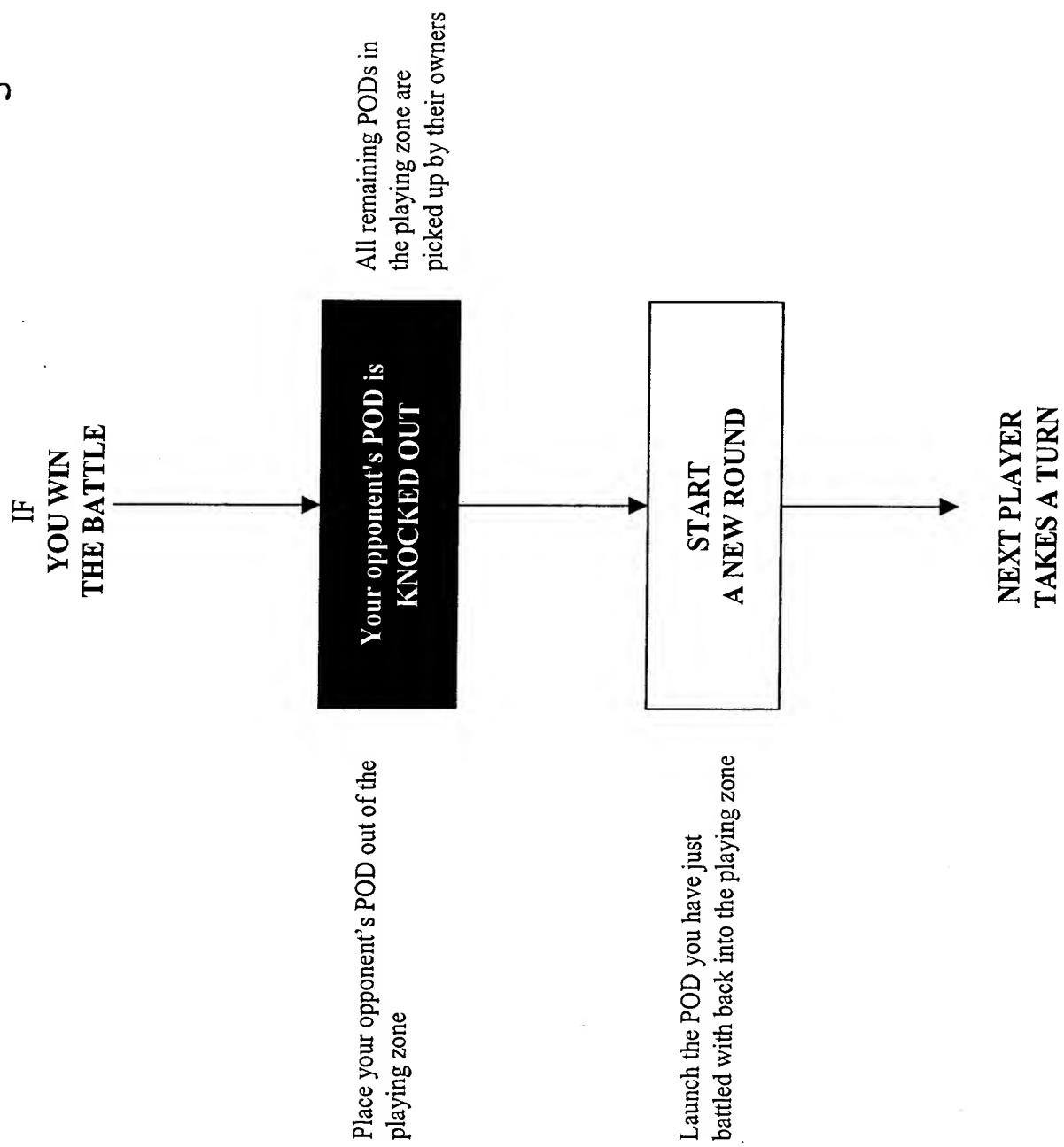
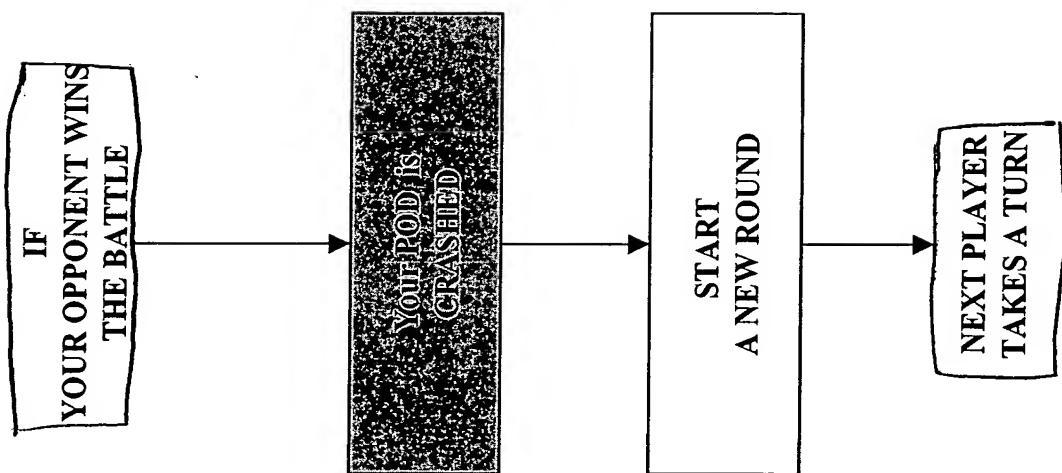


Fig. 10D



When you miss your shot you must leave your POD where it lands. If it lands outside the playing zone on your last shot then place it on an unoccupied Black Square

Your opponent rotates your POD so that it shows Crashed

Fig. 10 E

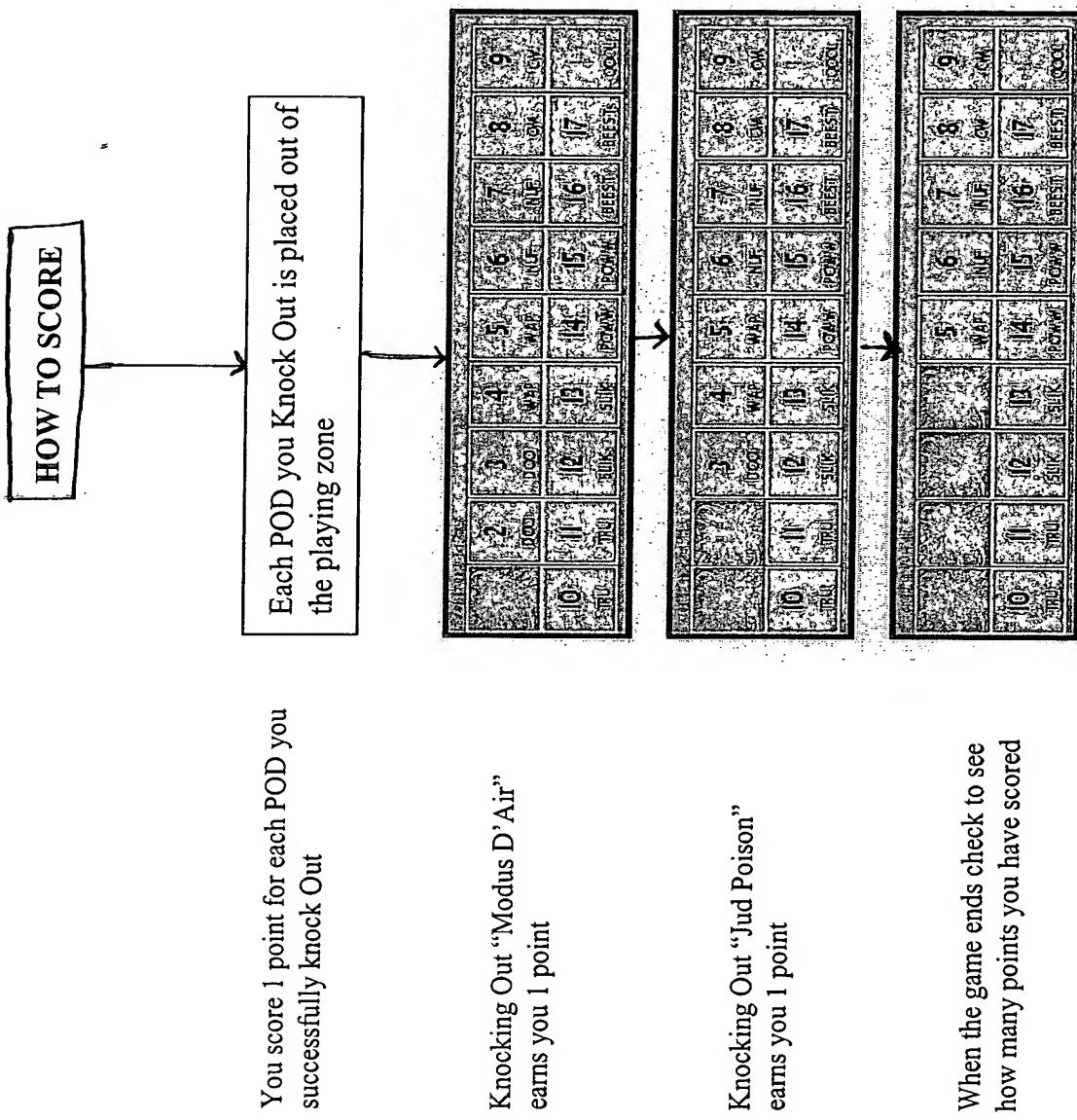


Fig. 10 F

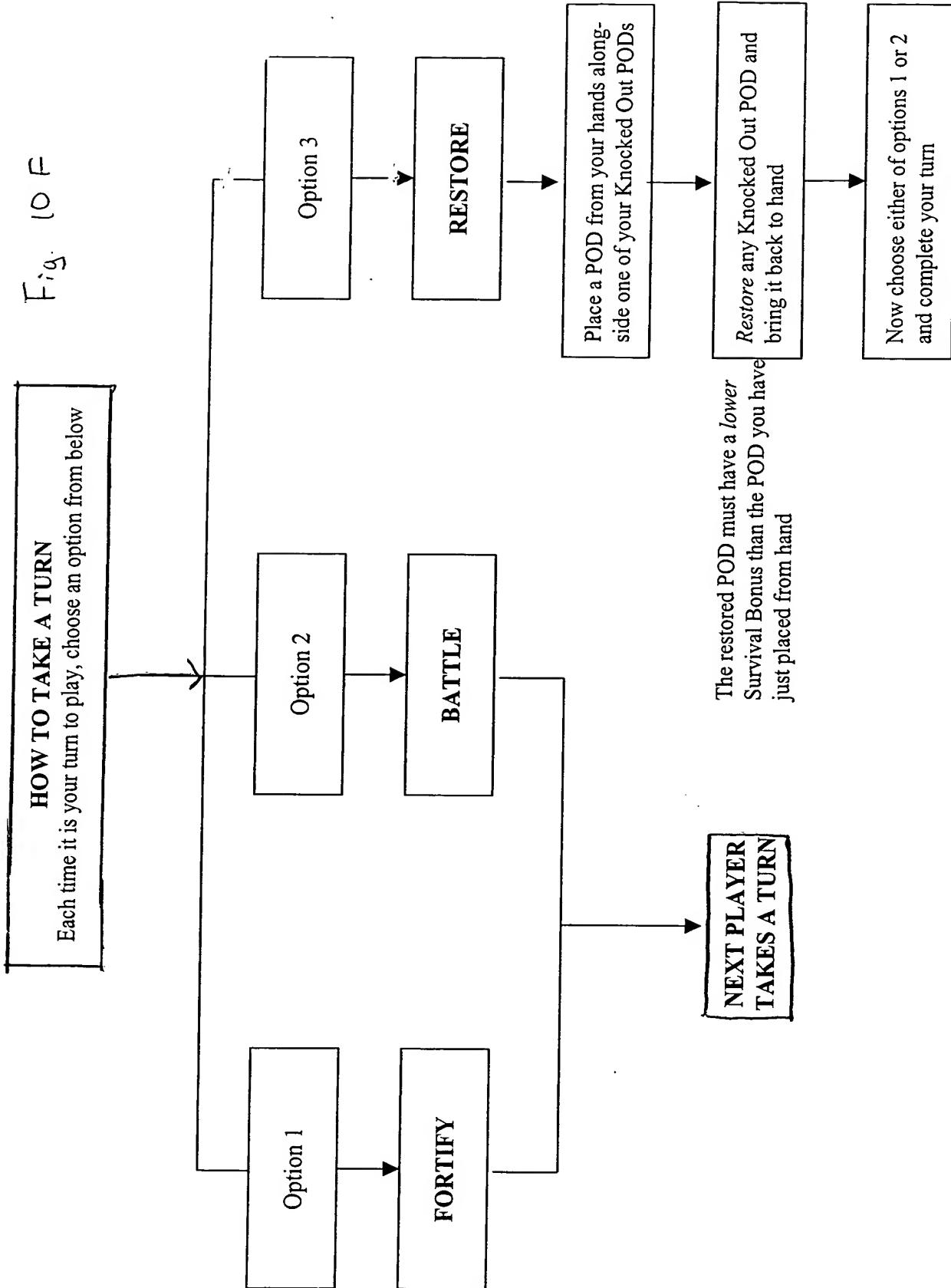


Fig. 10 G

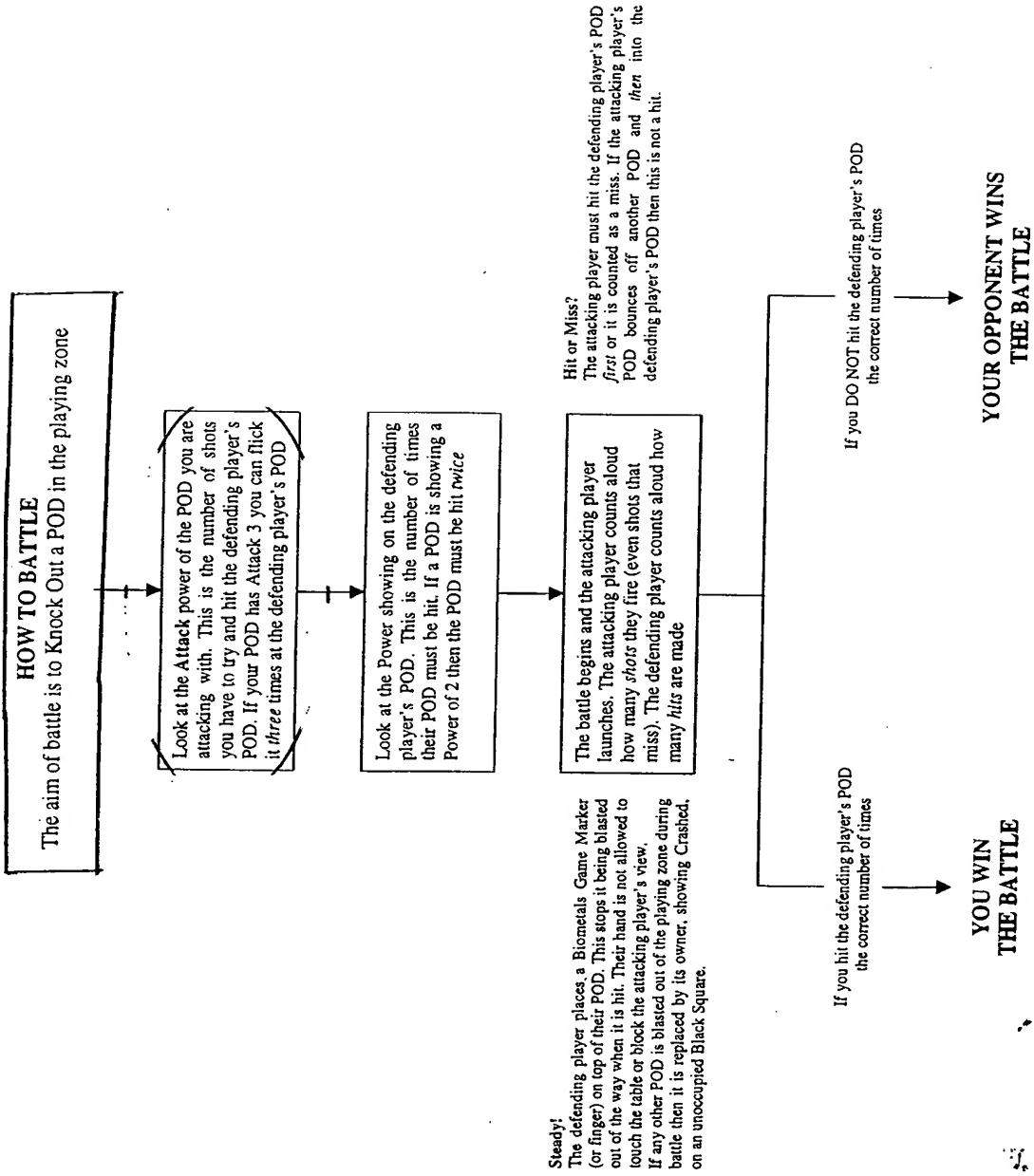


Fig. 10H

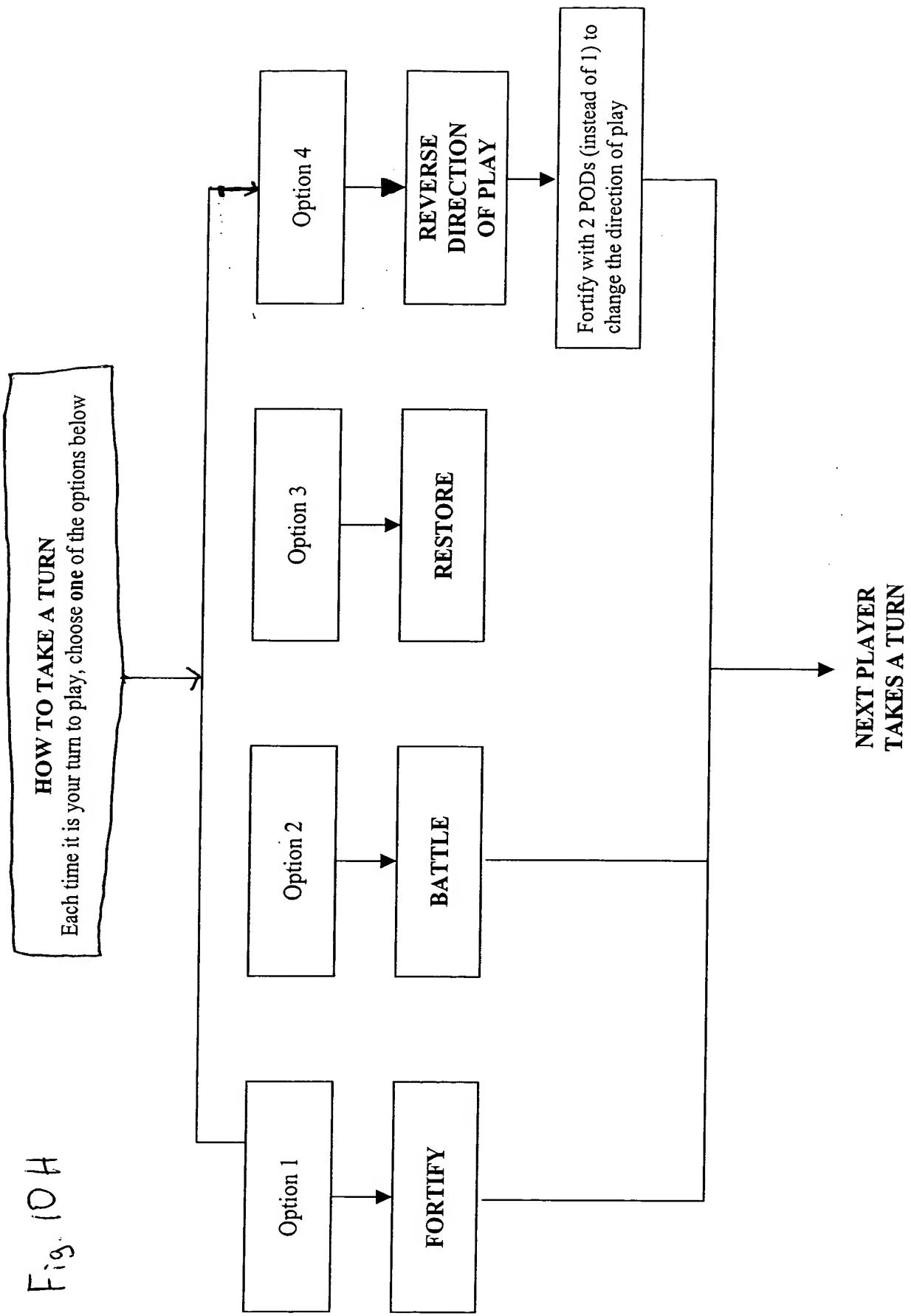


Fig 10 I

IF
YOU WIN
THE BATTLE

Pick up your POD and roll it
outside the playing zone

Compare the new Power of your
POD with the Damage Power of the
defending POD

If your new power is the same
or more than their Damage Power

Your opponent
removes this POD
from the parking
zone

All remaining PODs in
the playing zone are
picked up by their
owners

**Your opponent's POD is
KNOCKED OUT**

Rotate your
opponent's POD so
that it shows Crashed

**Your opponent's POD is
KNOCKED OUT**

START
A NEW ROUND

Launch the POD you
have just
battled with back
into the playing
zone

START
A NEW ROUND

Launch the POD you
have just
battled with back
into the playing
zone

NEXT PLAYER
TAKES A TURN

Fig. 105

